

USER MANUAL

Version 3.2 - June 2015



c-Cast Publisher

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Table of Contents

TABLE OF CONTENTS	III
1. INTRODUCTION	1
1.1. Product Description	1
1.2. Concepts	3
1.3. Accessing C-Cast Publisher	4
1.4. C-Cast Operator Window	6
2. USER INTERFACE	9
2.1. Overview of the Main Window	9
2.2. Production Timeline Pane	11
2.2.1. Overview of the Production Timeline Pane	11
2.2.2. Publication Item Box	13
2.3. Menu Bar	17
2.3.1. Overview of the Menu bar	17
2.3.2. Create Publication Item Menu	18
2.3.3. Production Site Menu	19
2.4. Definition Pane	20
2.4.1. Overview of the Definition Pane	20
2.4.2. Keywords Area	23
2.4.3. Metadata Area	24
2.4.4. Channels Area	26
2.4.5. General Area	28
2.4.6. General Commands	29
2.4.7. Logs Pane	31
2.5. Content Pane	33
2.5.1. Overview of the Content Pane	33
2.5.2. Toolbar	35
2.5.3. Video Asset List	36
2.6. Monitoring Pane	39
2.6.1. Overview of the Monitoring Pane	39
2.6.2. Video Asset Monitoring Summary	42
2.6.3. Video Asset Monitoring Details	43
3. MANAGING PUBLICATION ITEMS	45
3.1. Adding Keywords to a Publication Item	45
3.2. Adding Keywords and Metadata From a Log	46
3.3. Editing the Publication Item Metadata	47
3.4. Changing the Thumbnail of a Publication Item	48

3.5. Changing the Date and Time of a Publication Item	49
3.6. Changing the Publication Item Monocam or Multicam Type	50
3.7. Creating a Publication Item	52
 4. MANAGING VIDEO ASSETS	55
4.1. Adding a Video Asset	55
4.2. Editing a Video Asset	58
4.3. Managing the Processing Priority of a Video Asset	59
 5. PUBLISHING AND DISTRIBUTING PUBLICATION ITEMS	61
5.1. Overview of the Publishing Process	61
5.2. Publishing Video Assets and Publication Items	62
5.3. Adding the Publication Items to a Publication Channel	65
 6. APPENDIX 1 - SHORTCUTS	68

1. Introduction

1.1. Product Description

Description

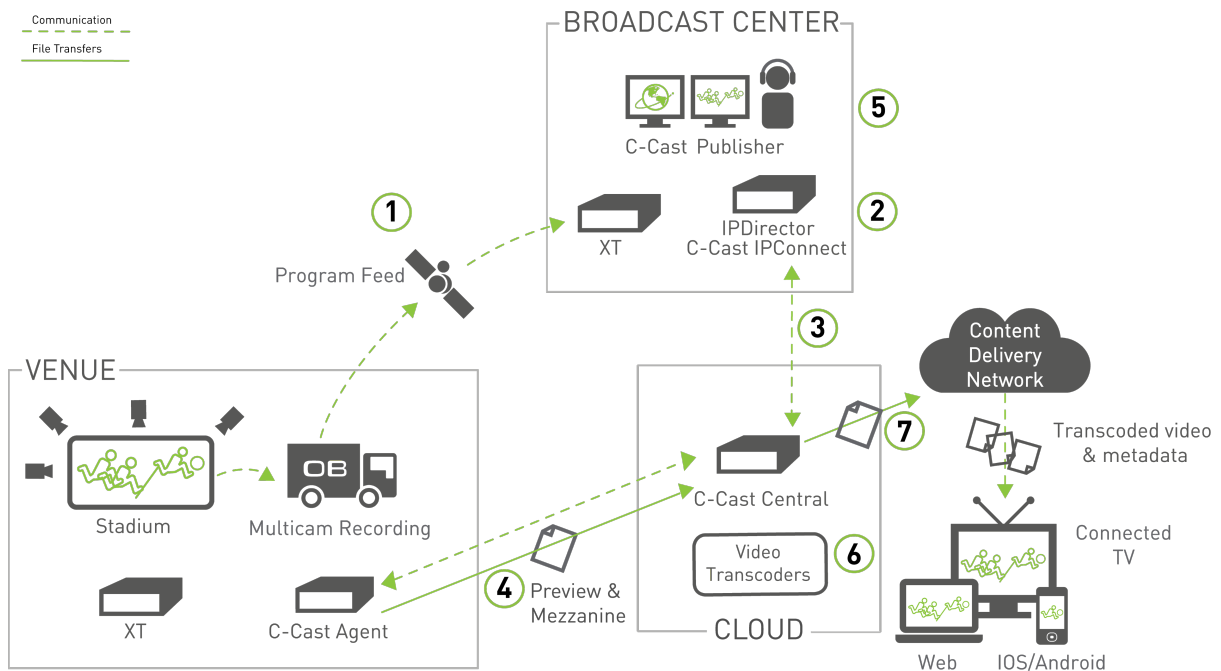
C-Cast Publisher allows users to manage the distribution of media created on and/or associated to a production in the C-Cast workflow.

The C-Cast Publisher is used in a distribution workflow, to select and prepare publication items for distribution, edit their metadata, and publish them to viewers (ready to consume) or to partners (ready to process).

C-Cast Publisher Workflow

With C-Cast Publisher, the operators select and publish the publication items which have to be delivered to viewers and partners. This is explained in the following typical C-Cast workflow, and more especially in step 5.

1. From the OB van on the venue, the reference program feed is sent via satellite or landline to an EVS server in the broadcast center.
2. In the broadcast center, the operator accesses, with IPDirector, the reference feed on which (s)he defines IN and OUT points to identify the media to be made available in C-Cast Publisher.
3. The media selection information (IN and OUT points, and metadata) is transmitted to the C-Cast Central via to the C-Cast IPConnect.
4. The C-Cast Central requests the C-Cast Agent to extract the media corresponding to the selection. The C-Cast Agent, and the underlying Xsquare service, extracts and transfers the preview files and mezzanine files to the C-Cast Central. Based on the configuration, all camera angles associated to the selected media are also generated as preview and mezzanine files.
5. In the broadcast center, the operator browses the preview files of all requested camera angles (*video asset*¹) in C-Cast Publisher. The operator validates the publication items and video assets (s)he wants to publish to viewers.
6. The C-Cast Central requests the video transcoders to generate the requested output files.
7. The C-Cast Central exposes the output files to the viewers' applications.



¹Logical entity that contains a media part of the publication item (ex. thumb asset or video asset). It is characterized, among others, by a source, an IN point, an OUT point. It does not contain any formatting information. For example, each camera of a multicamera publication item is a video asset.

1.2. Concepts

This section describes the main concepts used in the C-Cast Publisher. These terms, as well as other ones, are included in the general C-Cast glossary available as a supplement to the manual.

Production

Collection of publication items related to a specific event and/or venue, and produced on a given broadcast setup, with the same configuration.

Publication Item

A publication item is an element created during the production that features a single incident, and includes all its metadata and related video assets. Such an incident could be an action (e.g. goal) or an external event (e.g. statistic).

A publication item is the first level of building blocks in a production. A production contains several publication items, but a publication item can only belong to one production.

A publication item can contain several video assets that correspond typically to a number of camera angles of an action on the venue.

A publication item can be included and published in one or more publication channels.

Video Asset

The video assets are logical entities that contain a media part of the publication item (ex. thumb asset or video asset). A video asset is characterized, among others, by a source, an IN point, an OUT point. It does not contain any formatting information.

For example, each camera of a multicamera publication item is a video asset.

The video assets are the second level of building blocks in a production, below the publication item. A publication item can include one or more video assets.

Production Timeline

The production timeline is a list of publication items, organized chronologically and related to a given production, that the C-Cast Publisher user has to process for publication to viewers and partners.

Publication Channel

A publication channel consists in an editorial selection of publications items grouped or filtered on various criteria, that are distributed in a bundle to the viewers and/or partners.

The publication channel may be an ongoing sport event (e.g. A soccer game would be published in one channel), or a topic based collection such as all publications relating to one player, city, type of actions (e.g. goals), etc.

A publication item has to be included into and published in a publication channel to be published to viewers and partners. This inclusion can be either automatic, based on rules, or manual.

Rendition

The renditions are the physical resources (with a given format, codec and resolution) that include the media content defined in an video asset. Different renditions are required to cover a variety of usages.

The renditions are the third level of building blocks in a production, below the video asset. A single video asset can have one or more renditions.

1.3. Accessing C-Cast Publisher

Introduction

Before you access C-Cast Publisher, you need to log into C-Cast Central via the general login window.

Once you are logged in to C-Cast Central, you will access C-Cast Publisher for a given production in different ways depending on your user role:

- As a user with the Publisher Operator role, you will access C-Cast Publisher from the C-Cast Operator window.
- As a user with the Administrator role, you can access the C-Cast Publisher from C-Cast Administrator window.



Note

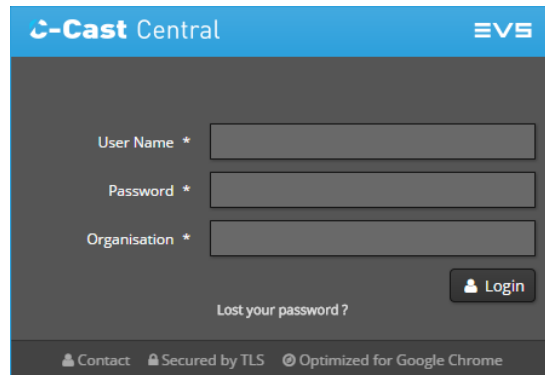
C-Cast Central has been validated and optimized for Google Chrome. It is therefore recommended to use this web browser.

Logging in to C-Cast Central

To log into C-Cast Central, proceed as follows:

1. Type the C-Cast URL in a **Google Chrome** web browser.

The Login dialog box opens:



The login dialog box for C-Cast Central. It features a blue header with the 'C-Cast Central' logo and the 'EVS' logo. Below the header, there are three input fields: 'User Name *', 'Password *', and 'Organisation *'. To the right of the 'Organisation *' field is a 'Login' button with a user icon. Below the input fields, there is a link that says 'Lost your password?'. At the bottom of the dialog, there are three small icons and text: 'Contact', 'Secured by TLS', and 'Optimized for Google Chrome'.

2. Type the credentials you have received for username, password and organization.
3. Click **Login**.

You are logged on to C-Cast Central, and the C-Cast Operator window opens if you have the **Publisher Operator** user role.

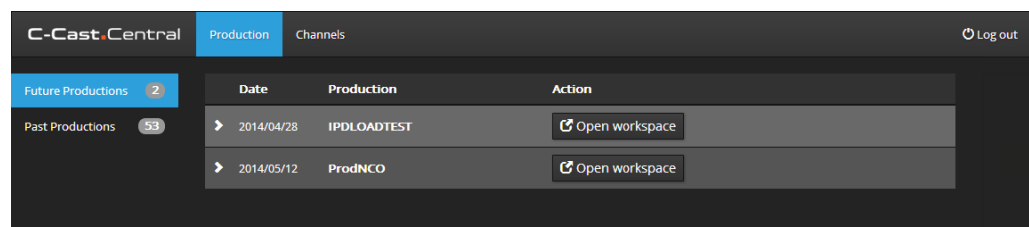
Accessing C-Cast Publisher from the C-Cast Operator Window

If you are a user with the **Publisher Operator** role, the C-Cast Operator window opens after you have logged in.

To access C-Cast Publisher from the C-Cast Operator window, proceed as follows:

1. In the C-Cast Operator window, click the **Production** menu to access the Production window.
2. Click **Future Productions** or **Past Productions** on the left depending on whether your production is past (more than 6 hours in the past) or future (future or less than 6 hours in the past).

The list of future or past productions opens on the right:



The screenshot shows the 'C-Cast Central' interface with the 'Production' menu selected. On the left, there are two tabs: 'Future Productions' (with a '2' badge) and 'Past Productions' (with a '53' badge). The main area displays a table of productions.

Date	Production	Action
2014/04/28	IPDLOADTEST	Open workspace
2014/05/12	ProdNCO	Open workspace

3. Click the **Open Publisher** button corresponding to the production you want to work on.

The C-Cast Publisher opens in a new window: The production timeline on the left area is automatically populated with the publication items of the production selected in the C-Cast Operator window.

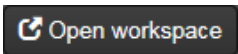
Accessing C-Cast Publisher from the C-Cast Administrator Window

If you are an administrator, the C-Cast Administrator application opens after you have logged in.

To access C-Cast Publisher from C-Cast Administrator, proceed as follows:

1. In C-Cast Central, select the **Contribution** tab.
2. Select your production from the Production tree on the left.

The Production Configuration pane opens on the right.

3. Click the  button on the top right corner of the Production Configuration pane.

The C-Cast Publisher opens in a new window: The production timeline on the left area is automatically populated with the publication items of the production selected in the C-Cast Operator window.

1.4. C-Cast Operator Window

Introduction

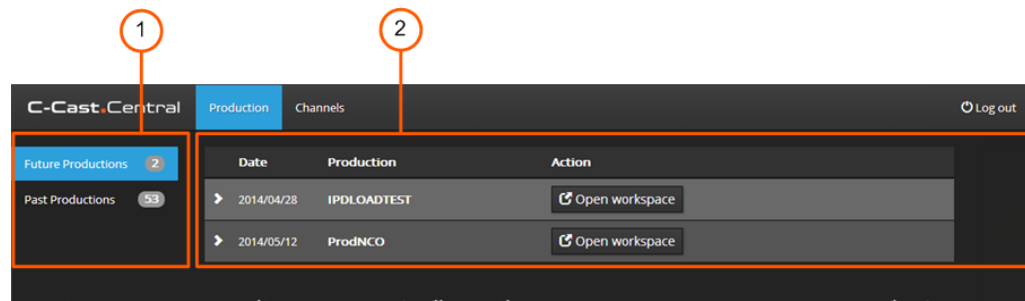
The C-Cast Operator window opens after logging in as a user with the **Publisher Operator** role.

It displays two different views based on the menu selected in the menu bar:

- Productions view when the **Productions** menu is selected
The Productions view allows you to easily open a given production timeline in C-Cast Publisher.
- Channels view when the **Channels** menu is selected
The Channels view allows you to rapidly open a given publication item in C-Cast Publisher.

Production Window

When you select the **Production** menu, the Production window is displayed and features the following information, described in the table below:



Future vs. Past Productions (1)

On the left, the production are divided into two categories:

- **Future Productions:** Productions whose end date is either in the future, or up to 6 hours in the past.
- **Past Productions:** Productions whose end date is more than 6 hours in the past.


When you select one of the categories, all productions included in the group display on the production list on the right.


Production List (2)

The Production List displays the productions of the category selected on the left.

The past and future productions are listed from the closest to the farthest in time.

Each production is presented as a row including the following elements from left to right:

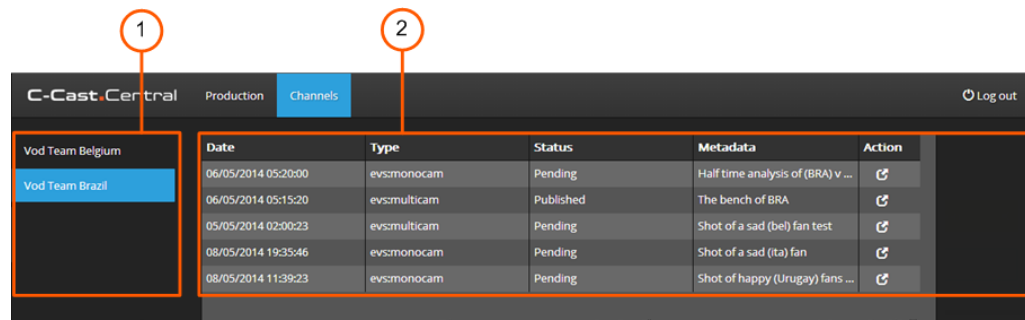
- production start date
- production name
-  Open workspace button.

When you click the  Open workspace button, C-Cast Publisher opens and the production timeline is already filled in with the publication items of the selected production.

When you click the arrow on the left of a production row, the row expands and displays additional information on the production.

Channel Window

When you select the **Channel** menu, the Channels window is displayed and features the following information, described in the table below:



Date	Type	Status	Metadata	Action
06/05/2014 05:20:00	evsmonocam	Pending	Half time analysis of (BRA) v ...	
06/05/2014 05:15:20	evsmulticam	Published	The bench of BRA	
05/05/2014 02:00:23	evsmulticam	Pending	Shot of a sad (bel) fan test	
08/05/2014 19:35:46	evsmonocam	Pending	Shot of a sad (ita) fan	
08/05/2014 11:39:23	evsmonocam	Pending	Shot of happy (Uruguay) fans ...	

Channel List (1)

The channel list displays all the publication channels defined in C-Cast Administrator.

When you select a publication channel on the left, all publication items associated to the publication channel are displayed on the right.

Publication Item List (2)

The Publication Item List displays all the publication items associated to the publication channel selected on the left.

Each channel is presented as a row including the following information from left to right:

- date and time
- publication type
- publication status
- publication metadata
- **Open Publication Item** button

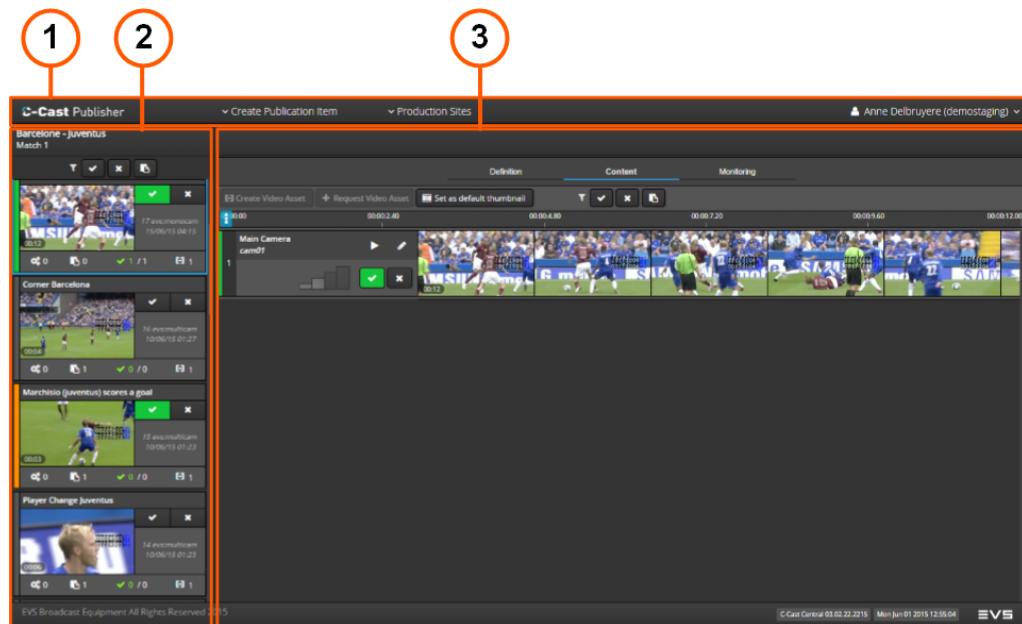
When you click the **Open Publication Item** button corresponding to a publication item of the right production, C-Cast Publisher opens with the focus on the given publication item.

2. User Interface

2.1. Overview of the Main Window

Introduction

The main window of C-Cast Publisher contains the areas highlighted on the screenshot below:



The main window is made up of the following zones described in details below:

Part	Area Name
1.	Menu bar
2.	Production Timeline pane
3.	Edition pane

Area Description

Menu Bar (1)

The menu bar gives access to the following menus:

- Create Publication Item
- Production Site

In addition, the user name displayed on the right of the menu bar gives access to the following items:

- My Profile
- Log out

See section "Overview of the Menu bar" on page 17.

Production Timeline Pane (2)

The Production Timeline pane displays the production timeline, that means the publication items related to the current production ordered in reverse chronological order. The publication items are automatically refreshed as they are available in C-Cast Central.

The production timeline is the access point to each publication item, and the area where you can publish the publication items.

See section "Overview of the Production Timeline Pane" on page 11.

Edition Pane (3)

The Edition pane allows you to edit the publication item selected in the production timeline, as well as to monitor the jobs associated to the publication item.

At the top of this area, you can select one of the following panes:

- "Definition Pane" on page 20
- "Content Pane" on page 33
- "Monitoring Pane" on page 39

2.2. Production Timeline Pane

2.2.1. Overview of the Production Timeline Pane

Introduction

The Production Timeline pane displays all publication items that have been created in the given production. They are listed in a reverse chronological order, from the most recent to the least recent. The order is based on the date assigned to the publication item.

The Production Timeline pane contains the areas highlighted on the screenshot below:



The main window is made up of the following zones described in details below:

Part	Area Name
1.	Production Information box
2.	Publication Item filter
3.	Publication Item box

Area Description

Production Information Box (1)

At the top of the Production Timeline pane, the Production Information box displays the following information, from top to bottom:




- Production name
- Production description

Publication Item Filter (2)

On the Production Timeline pane, a filter allows you to display the publication items based on their publication status.

Several filtering criteria can be selected at the same time and all publication items matching one of the filtering criteria are displayed.

By default, the filtering is not active, and all publication items are displayed.

Filter Icon	Meaning
	To display the publication items set to Publish .
	To display the publication items set to Unpublish .
	To display the publication items that are still pending, that means for which no publication button has been selected yet.

Publication Item Box (3)

Each publication item is represented by a publication item box that makes it possible to publish the publication item, and provides metadata on the publication item and its publishing status.

See section "Publication Item Box" on page 13.

2.2.2. Publication Item Box

Introduction

In the production timeline, each publication item is represented by a publication item box similar to the following one.

When you click on a publication item, all information displayed in the edition panes relate to the selected publication item, and all general actions you can perform will be applied to the selected publication item.

The publication item selected in the production timeline is referred to as the selected publication item in this user manual.



The main window is made up of the following zones described in details below:




Part	Area Name
1.	Status bar
2.	Metadata
3.	Thumbnail
4.	Publication Buttons
5.	Publication Item Properties
6.	Publication Status Icons

Field Description

This section provides a description of all elements of the Publication Item box, from top to bottom, and from left to right.

Status Bar (1)

The status bar provides information on the status of the publication item based on its color:

Color	Meaning
Gray	Pending publication item. This is the initial status of a new publication item. Once the user has handled the publication item, it can never come back to this status.
Red	Unpublished publication item. This status is assigned to the publication item when the user has selected the Unpublish icon  . Such a publication item will not be available to viewers or partners.
Orange	Publishing in progress. This status is assigned to the publication item when the user has selected the Publish icon  , but not a single video asset included in the publication item is published and already available.
Green	Published status. This status is assigned to the publication item when the user has selected the Publish icon  , and at least one video asset is published and available to viewers or partners.



Note

As soon as one single video asset included in a publication item has the status **Published** and is available, the publication status of the associated publication item set to **Publish** will have its status change from orange to green. It will then be available to viewers and partners.

Metadata (2)

The upper part of the Publication Item box displays the first metadata field of the production metadata profile managed in C-Cast Administrator.

Thumbnail (3)

This is the reference thumbnail that will be used to illustrate the publication item to the viewers or partners.

The duration of the largest number of video assets is displayed on the thumbnail of the publication item.

Another reference thumbnail from the video assets can be selected in the Content pane, or a user-defined image can be selected in the Definition pane.

See section "Changing the Thumbnail of a Publication Item" on page 48.

Publication Buttons (4)

The publication item buttons allow you to publish the publication item to the defined publication channels:



allows you to set the publication item status to **Publish**.

When you change the status to **Publish**, the publication item is available to viewers and partners on the condition that at least one of its video asset is published and available.



allows you to set the publication item status to **Unpublish**.

See section "Publishing and Distributing Publication Items" on page 61 for full information on how to publish publication items.


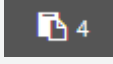
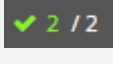

Publication Item Properties (5)

This area lists the following metadata on the publication item. It is not possible to customize the displayed metadata. The table below describes the fields from top to bottom, and from left to right:

Field	Description
Publication Item ID	Incremented identifier assigned to each publication item in a given production. It is unique in a given production. It provides a reference when you work in the timeline.
Publication Item Type	Type of publication item. The types evs:multicam and evs:monocam are built in C-Cast. Other types, i.e. stats, weather, etc., can be defined in C-Cast Administrator.
Publication Item Time	Date and time assigned to the publication item. This is taken into account to list the publication items in reverse chronological order in the production timeline. For evs:multicam and evs:monocam publication item types, this is by default the TC IN. You can modify this date and time information in the Definition pane, General area.

Publication Status Icons (6)

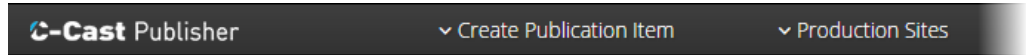
This area displays the following icons providing the information about the publication item status. The table below describes the icons from left to right:

Icon	Description
	The In Progress icon specifies the number of video assets waiting or being processed in the connected C-Cast Agents.
	The To Do icon specifies the number of video assets in pending status in the Content pane. That means you still need to review these video assets and decide whether to publish them or not.
	The Published icon is made up of two figures: <ul style="list-style-type: none">• The white figure corresponds to all published video assets, including the ones which are still being processed and therefore not available yet.• The green figure corresponds to the number of video assets published and available to viewers and partners.
	The Clip Number icon specifies the total number of video assets (published, unpublished, or pending).

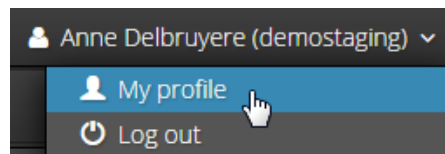
2.3. Menu Bar

2.3.1. Overview of the Menu bar

The menu bar in C-Cast Publisher includes the following menus described in individual sections:

	
Menu	Description
Create Publication Item	Allows users to create new publication items. See section "Create Publication Item Menu" on page 18.
Production Site	Allows users to view which C-Cast Agent and C-Cast IP Connect applications are running on the setup. See section "Production Site Menu" on page 19.

The user name who is logged on is displayed on the right of the menu bar. The down arrow on the right of the user name gives access to the following items:



Item	Description
My Profile	Gives access to the Edit My Profile window which allows the logged on user to edit his/her credentials.
Log out	Allows users to log out from C-Cast Publisher.

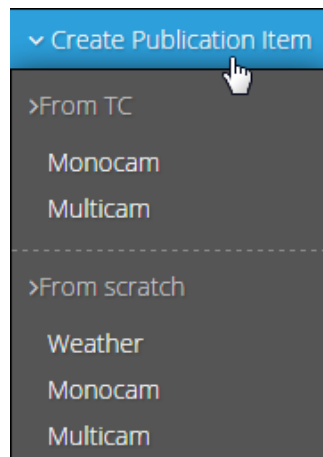
2.3.2. Create Publication Item Menu

Introduction

The **Create Publication Item** menu allows you to create new publications items.

The screenshot below shows an example of the possible menu items. The menu items are described in the table below.

See section "Creating a Publication Item" on page 52 for more information on how to create publication items from timecode or from scratch.



Menu Item Description

The following table explains the various menu items:

Menu Item	Description
From TC > Monocam	This allows you to create a new publication item of monocam type, and directly associate one video asset to it. Such a publication item will include one video asset with media content, between the specified TC IN and TC OUT, from the recorder selected.
From TC > Multicam	This allows you to create a new publication item of multicam type, and directly associate several video assets to it. Such a publication item will include video assets with media content, between the specified TC IN and TC OUT, from the gang of recorders the selected recorder belongs to.
From Scratch > Monocam	This allows creating a new publication item of monocam type, without associating a video asset to it.
From Scratch > Multicam	This allows creating a new publication item of multicam type, without associating video assets to it.
From Scratch > [Others]	This allows you to created a new publication item of one of the other available types.



Note

No video assets will be associated to publication items created from scratch. You have to add the requested video assets later, via the **Add Video Asset** command in the Content pane.




2.3.3. Production Site Menu

Introduction

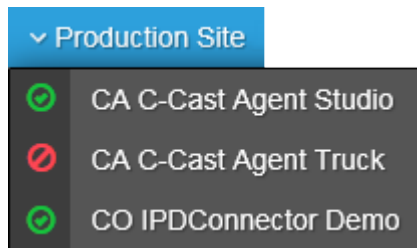
The **Production Site** menu allows you to view which C-Cast Agents and C-Cast IP Connects are connected and running on the C-Cast workflow.

The Production Site menu lists all C-Cast Agent and C-Cast IP Connect defined in the production configuration in C-Cast Central.

The production sites can have the following statuses:

Connection Status Icon	Meaning
	Never used
	Not connected
	Connected

The screenshot below shows an example of a Production Site menu.



2.4. Definition Pane

2.4.1. Overview of the Definition Pane

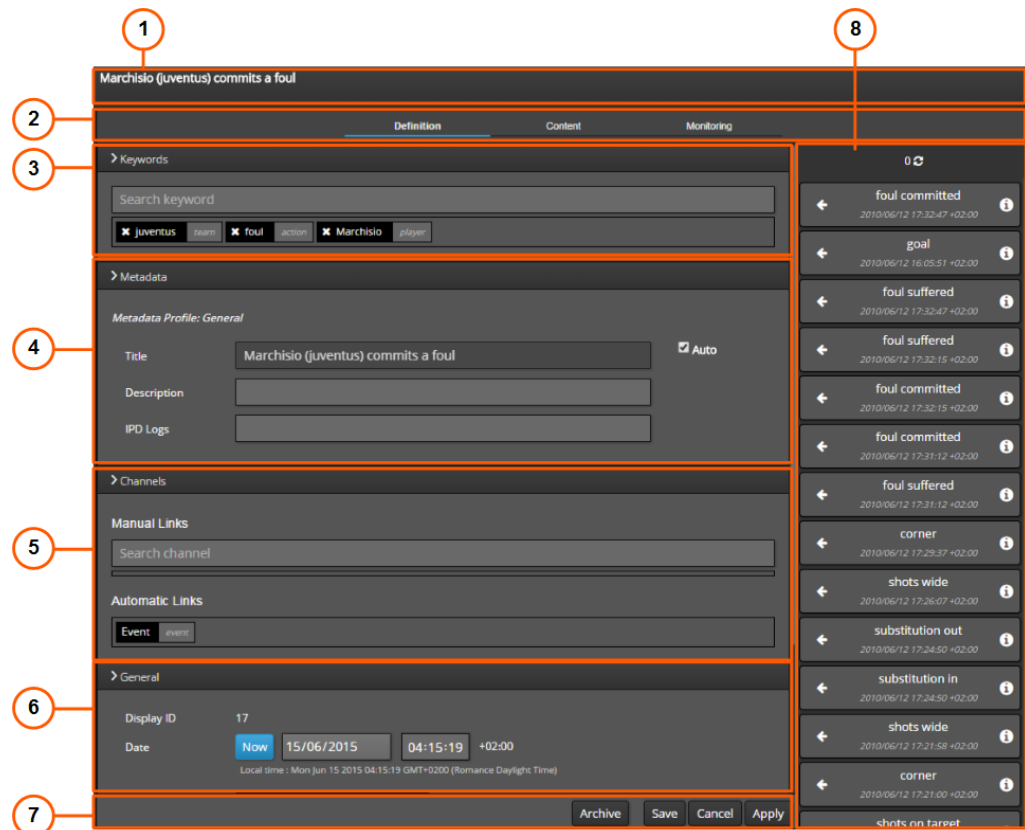
Introduction

The Definition pane allows you to perform the following actions:

- Modifying the keywords, metadata, and general parameters of the publication item selected in the production timeline.
- Managing links between the selected publication item and publication channels.

You can open the Definition pane by clicking on **Definition** in the Edition pane, on the right of the Production Timeline pane.

The Definition pane contains the areas highlighted on the screenshot below:



The Definition pane is made up of the following zones, which are described in details below:

Part	Area Name
1.	Title bar
2.	Edition tabs
3.	Keywords area
4.	Metadata area
5.	Channel area
6.	General area
7.	General commands
8.	Logs pane

Area Description

Title Bar (1)

The Title Bar displays the value of the first metadata field of the production metadata profile displayed in the Metadata area.

Edition Tabs (2)

The Edition tabs allows you to select the requested tab (Definition, Content or Monitoring), and display the related information in the Edition pane.

Keywords Area (3)

The Keywords area displays the keywords associated to the selected publication item. See section "Keywords Area" on page 23 for a detailed description of this area.

Metadata Area (4)

The Metadata area displays the metadata of the publication item selected in the production timeline.

See section "Metadata Area" on page 24 for a detailed description of this area.

Channel Area (5)

The Channel area displays the publication channels the selected publication item belongs to.

The link(s) between a publication item and publication channel(s) can be defined automatically or manually.

See section "Channels Area" on page 26

General Area (6)

The fields in the General area provide general information on the selected publication item.

See section "General Area" on page 28

General Commands (7)

The general commands allow you to save, apply, cancel the modifications to a selected publication item, or to archive the selected publication item.

See section "General Commands" on page 29.

Logs Pane (8)

The Logs pane allow you to associate a log to a publication item, and therefore import the keywords and metadata from the log to the publication item.

See section "Logs Pane" on page 31.

2.4.2. Keywords Area

Introduction

The keywords associated to the selected publication item are displayed in the Keywords area, in the Definition pane:



Each keyword value is associated to a keyword type. The keyword types are configured in C-Cast Administrator. The keyword types make it possible to derive additional information, and provide enhanced information to viewers and partners, for example displaying icons, or generating sentences based on keywords.

To be assigned to an existing keyword type, the keywords need to be part of a keyword grid defined in C-Cast Administrator.

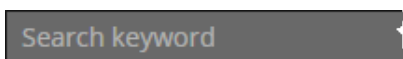
You can add keywords to the list, or remove them. See section "Adding Keywords to a Publication Item" on page 45.

The Keyword area is made up of the following zones:

Part	Area Name
1.	Keywords Search field
2.	Associated Keywords

Field Description

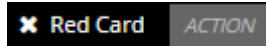
Keywords Search Field (1)



The **Keywords Search** field lets you search for and select the keyword(s) you want to assign to the selected publication item:

- When you do not enter a text string in the field, the whole keyword list is displayed as a drop-down list.
- When you enter a text string, the list is dynamically filtered and displays only the keywords that include the text string.

Associated Keywords (2)



When a keyword is selected and associated to the publication item, it is displayed as a box including:

- a cross, in front of the keyword, that allows you to remove the keyword.
- a black box (left) corresponding to the keyword value.
- a gray box (right) corresponding to the keyword type.

2.4.3. Metadata Area

Introduction

The Metadata area displays the metadata of the selected publication item.

The metadata fields to be displayed in the Metadata area are defined in C-Cast Administrator. The metadata fields displayed in a publication item come from two types of metadata profiles:

- **Production Metadata Profile:** This profile is associated to the production in the production configuration in C-Cast Administrator. All publication items in a production will therefore include the metadata fields of this profile.
- **Publication Type Metadata Profile:** Such a profile is associated to each publication type in the C-Cast Central settings. The fields from the Publication Type Metadata profile will therefore depend on the publication type.

In C-Cast Publisher, you cannot add or remove metadata fields, but you can edit the field values. See section "Editing the Publication Item Metadata" on page 47 for more information on editing metadata.

Inherited Field Values

In a workflow with IPDirector, for example, the values of the metadata fields are retrieved from IPDirector and displayed in the Metadata area if the IPDirector field names match the field names of the metadata profile of the current production.

Auto-Completed Field Values

One or more fields in the Metadata area can be followed by an **Auto** check box. When this check box is selected, the field value is automatically filled in based on the keywords associated to the publication item.

The auto-completion mechanism is managed in C-Cast Central and is based on a dictionary of text strings and text variables associated to keywords.

Three situations can occur:

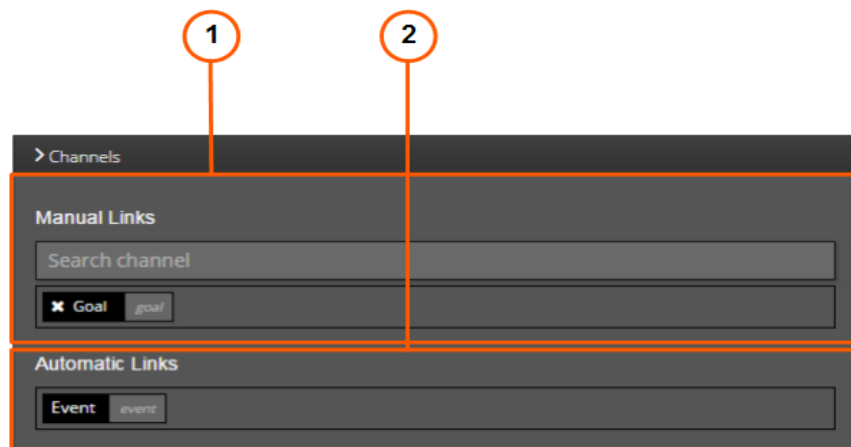
- When the **Auto** check box is available, it is selected by default, and the auto-completion is active:
The field is read-only, and the field value is automatically completed when you enter one or more keywords.
If the entered keywords are not present in the dictionary linked to the given metadata field in C-Cast Central, the field value will not be auto-completed.
- When the **Auto** check box is available and you unselect it, the auto-completion is not active:
The field is editable, and you can fill it manually. In this case, you can always select the **Auto** check box back, which reactivates the auto-completion, removes the entered text, and fills in the field with text based on the keywords.
- When the field is not followed by an **Auto** check box, you can type the field value manually.

2.4.4. Channels Area

Introduction

The Channels area allows users to include publication items in publication channels, and therefore force the publication items to be published as part of a publication channel.

In the Definition Pane, the Publication Channels area displays the publication channels the selected publication item belongs to:



See section "Adding the Publication Items to a Publication Channel" on page 65 for more information on publication channels.

The Publication Channels area is made up of the following elements, which are described in details below:

Part	Area Name
1.	Manual Links area
2.	Automatic Links area

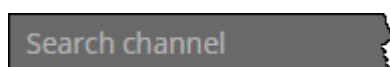
Field Description

Manual Links Area (1)

The Manual Links area lists the publication channels the Publisher users have manually associated to the selected publication item, using the **Publication Channel Search** field. By default, a publication item has no manual links.

The Manual Links area contains the fields described below:

Publication Channel Search Field



The **Publication Channel Search** field, at the top of the area, lets you search for and

select the publication channels you want to manually assign to the selected publication item. If you do not enter any text string, all channel names are displayed.

To filter the publication channel list, enter a text string included or corresponding to the requested channel. The list is dynamically filtered and displays only the publication channels matching the search criteria.

Manual Links Field



When a publication channel is selected from the **Publication Channel Search** and associated to the publication item, it is displayed as a box including:

- a cross, in front of the channel, that allows you to remove the publication channel.
- a black box (left) corresponding to the name of the publication channel.
- a gray box (right) corresponding to the short code of the publication channel.

The selected publication item will be distributed with all associated publication channels.

Automatic Links Area (2)

The Automatic Links area lists the publication channel(s) the selected publication item automatically belongs to.

In C-Cast Administrator, administrators can associate one or more productions and/or keyword sets to a publication channel. The publication items will be included in a publication channel based on these associations: The publication items belonging to at least one production, and having at least one keyword in common with the criteria defined in the publication channel will automatically be linked to this publication channel.

In C-Cast Publisher, the association to the publication channel is recomputed each time the publication item is saved.

Automatic Links Field

The automatic links are displayed in the same way as manual links.

However, no cross is displayed in front of the automatic link as you cannot exclude a publication item from a publication channel it is automatically included in.

2.4.5. General Area

Introduction

In the Definition pane, the General area displays the information which characterizes the selected publication item:

The screenshot shows the 'General' tab in a software interface. It contains the following fields:

- Display ID:** 17
- Date:** A button labeled 'Now', a date field '15/06/2015', a time field '04:15:19', and a time zone field '+02:00'. Below these is the text 'Local time : Mon Jun 15 2015 04:15:19 GMT+0200 (Romance Daylight Time)'.
- Type:** A dropdown menu showing 'evs:monocam'.
- Monocam Video Asset:** A dropdown menu showing 'Main Camera (cam01)'.
- Thumbnail:** A small image of a soccer game in progress.

See section "Managing Publication Items" on page 45 for specific actions performed in the General area.

Field Description

Display ID

The **Display ID** is the Publication Item ID. It is an identifier assigned to each publication item in a given production. It is unique in a given production. It provides a reference when you work in the timeline.

Date

The screenshot shows the 'Date' field in a software interface. It contains the following elements:

- A button labeled 'Now'.
- A date field '22/10/2014'.
- A time field '10:05:11'.
- A time zone field '+02:00'.
- Below these is the text 'Local time : Wed Oct 22 2014 10:05:11 GMT+0200 (Romance Daylight Time)'.

The **Date** field provides the date and time assigned to the publication item.

- For a clip, the date and time correspond to the clip TC IN.
- For a playlist, the date and time correspond to date and time of the user's computer when the playlist was created.

The time zone initially specified next to the publication item date and time is the one of the computer on which the clips or playlists have been created.

The Local time specified is the one of the computer used to access C-Cast Publisher.

The **Now** button makes it possible to assign the current date, time and time zone of the user's computer to the publication item. See section "Changing the Date and Time of a Publication Item" on page 49



Warning

The **Date** field is taken into account to order the publication items in the production timeline in reverse chronological order. Changing the date and time of a publication item will therefore change its position in the production timeline.

Type

The **Type** field describes the type of publication item.

The following types are possible:

- **evs:multicam** for a publication item featuring an action with multiple camera angles, and therefore including several video assets.
- **evs:monocam** for a publication item featuring an action with a single camera angle, and therefore including a single video asset.
- other types defined in the C-Cast Administrator, such as Stats, Weather, etc.

In C-Cast Publisher, it is possible to change a multicam publication item to a monocam publication item (or vice versa), and to come back to the initial type of publication item.

See section "Changing the Publication Item Monocam or Multicam Type" on page 50

Monocam Video Asset

The **Monocam Video Asset** lets you select the camera angle you will retain when you change a publication item from type **evs:multicam** to **evs:monocam**.

The field only appears when the publication item type is set to **evs:monocam** with the **Type** field.

Thumbnail

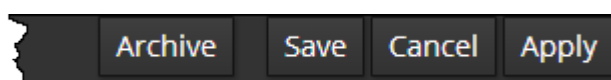
The **Thumbnail** area lets you upload an external image you would like to assign as default thumbnail to the selected publication item.

See section "Changing the Thumbnail of a Publication Item" on page 48.

2.4.6. General Commands

Introduction

The general commands allow you to perform general actions on the selected publication item, among others to save or cancel the changes you have done in the Definition pane.



Field Description

The table below describes the possible actions:

Item	Description
Archive	Archives the selected publication item, in other words removes it from C-Cast Publisher and other C-Cast applications. An archived publication item remains in the central C-Cast database, but can no longer be 'reactivated' in C-Cast.
Save	Saves the changes to the selected publication item and closes the Edition pane.
Cancel	Cancels the changes brought to the selected publication item since the last save action.
Apply	Applies the changes to the selected publication item and keeps the focus on the publication item selected in the production timeline, and the current Edition pane open. When you apply changes to the publication items, the list of manual links to publication channels associated to the publication item are recomputed to take into account possible changes in keywords.

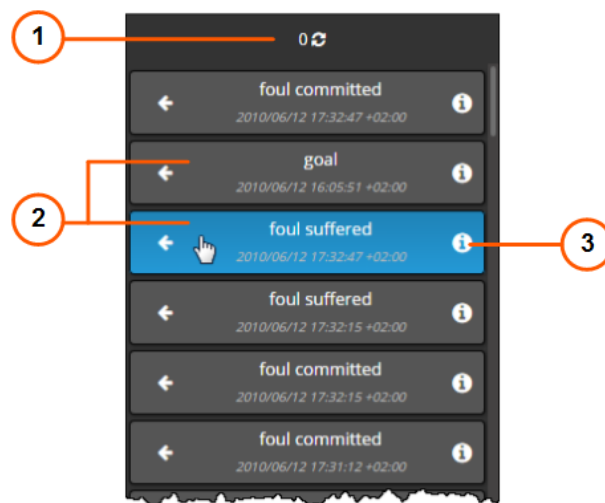
2.4.7. Logs Pane

Introduction

When a log feed has been associated to the production in C-Cast Administrator, a Logs pane is displayed on the right of the C-Cast Publisher user interface.

This pane displays all logs associated to the log feed configured in the production. A log consists in a title, a date and time, as well as keywords and metadata fields.

In C-Cast Publisher, you can apply a log to a publication item, which will add the log keywords and corresponding metadata fields to the publication item. See section "Adding Keywords and Metadata From a Log" on page 46 for more information.




The Logs pane is made up of the following fields:

Part	Area Name
1.	Refresh fields
2.	Log fields
3.	Info button

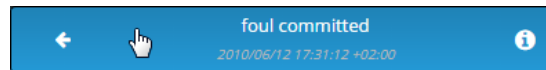
Field Description

Refresh Fields (1)

In the upper area, the following information is displayed:

- The figure on the left indicates the log feed index. This information is not relevant for the Publisher operator.
- The  icon indicates that the log feed is automatically refreshed every few seconds. It is only displayed if the **Auto-Refresh** option has been activated in the C-Cast Administrator.

Log Fields (2)



The **Log** field acts as a button and allows you to apply the keywords and metadata from the corresponding log into the selected publication item.

The log data will only be applied if the name of the keywords or metadata fields in the log perfectly matches (case-sensitivity) those in the publication item.

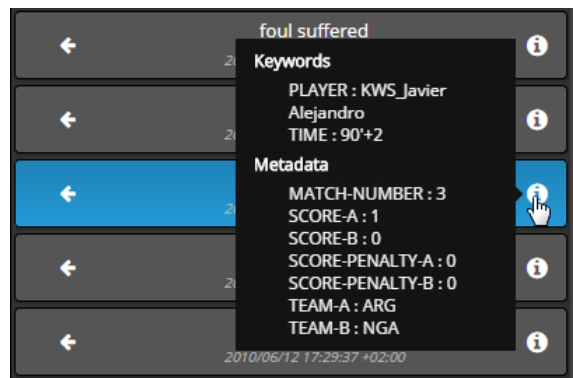
You can click anywhere in the Log field.

The following log information is displayed in each field corresponding to a log:

- Log title;
- Log date and time.

Info Button (3)

A mouseover on the **Info** button opens a pop-up window that displays the keywords and metadata associated to the log:



2.5. Content Pane

2.5.1. Overview of the Content Pane

Introduction

The Content pane mainly allows you to publish video assets included in the publication item selected in the production timeline.

The Content pane contains the areas highlighted on the screenshot below:



The Content pane is made up of the following zones described in details below:

Part	Area Name
1.	Title bar
2.	Edition tabs
3.	Toolbar
4.	Timeline bar
5.	Video Asset list
6.	Thumbnails area

Area Description

Title Bar (1)

The Title Bar displays the value of the first metadata field of the production metadata profile displayed in the Metadata area.

Edition Tabs (2)

The Edition tabs allows you to select the requested tab (Definition, Content or Monitoring), and display the related information in the Edition pane.

Toolbar (3)

The Toolbar allows you to add video assets, or change the thumbnail of a video asset.

See section "Toolbar" on page 35 for a detailed information on the commands and options available in the toolbar.

Timeline Bar (4)


The Timeline Bar allows you to navigate easily in the video assets, and find back the thumbnail corresponding to a specific time.

It is graduated in seconds, each second corresponding to a new set of thumbnails for each asset in the Thumbnail area.

The blue cursor can be dragged and placed at a requested position on the timeline bar.

Video Asset List (5)

The Video Asset List lists all video assets included in the selected publication item.

It corresponds to the information provided with the **Clip Number** icon  in the Publication Item box, in the Production Timeline pane.

This list makes it possible to publish only selected camera angles of a publication item.

See section "Video Asset List" on page 36 for more information on the information displayed in the Video Asset list.

Thumbnails Area (6)

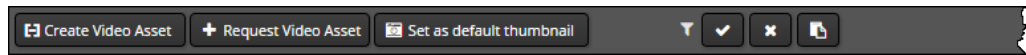
The Thumbnails Area makes it possible to view, as thumbnails, the content of the video included in each video asset of the selected publication item. A thumbnail is available every second.

The duration of the video asset is specified on the first thumbnail.

2.5.2. Toolbar

Introduction

In the Content pane, the toolbar provides specific commands on video assets, filter buttons:





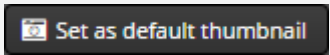
The main window is made up of the following zones, which are described in details below:

Part	Area Name
1.	Command buttons (left)
2.	Filter buttons (right)

Field Description

Command Buttons (1)

The table below describes the command buttons available on the left side of the toolbar:




Button	Description
 Create Video Asset	The Create Video Asset button allows you to create a new video asset featuring external video content that will enrich your publication item.
 Request Video Asset	The Request Video Asset button allows you to select and add a video asset not previously requested to be available in C-Cast Publisher.
 Set as default thumbnail	The Set as Default Thumbnail button allows you to use a thumbnail selected in the Thumbnail area as the reference thumbnail for the selected publication item.

Filter Buttons (2)

On the Content pane, a filter allows you to display the video assets based on their publication status.

Several filtering criteria can be selected at the same time and all video assets matching one of the filtering criteria are displayed.

By default, the filtering is not active, and all video assets are displayed:

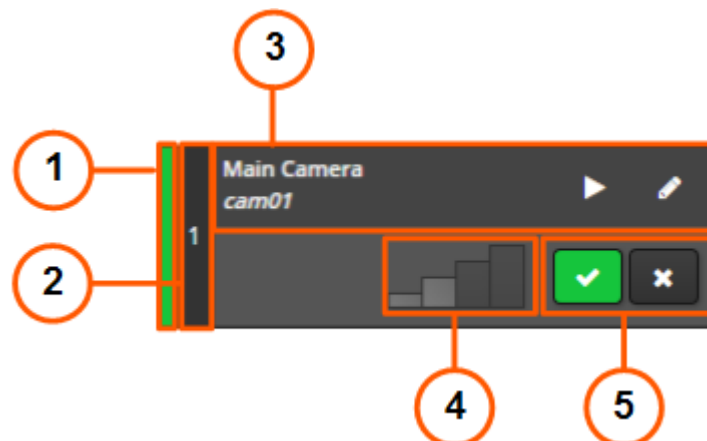
Filter Icon	Meaning
	To display the video assets set to Publish .
	To display the video assets set to Unpublish .
	To display the video assets that are still pending, that means for which no publication button has been selected yet.

2.5.3. Video Asset List

Introduction

On the left of the Content pane, each video asset is represented by a Video Asset box similar to the following one displayed in the Video Asset list.

This area allows you, among others, to publish a video asset within a publication item, and manually assign it a processing priority.






The main window is made up of the following zones, which are described in details below:

Part	Area Name
1.	Status bar
2.	Video Asset Number
3.	Video Asset Metadata and commands
4.	Processing Priority icons
5.	Publication buttons

Field Description

Status Bar (1)

The Status Bar provides information on the publication status of the video asset based on its color:

Color	Meaning
Gray	<p>Pending video asset.</p> <p>This is the status of a video asset still to be handled. Once a video asset has been handled, it can never come back to this status.</p> <p>By default, the video assets have the Pending status, except if this video asset has been configured to be automatically published in the C-Cast Administrator.</p>
Red	<p>Unpublished video asset.</p> <p>This status is assigned to a video asset when the user has selected the Unpublish icon  in the video asset box.</p> <p>Such a video asset will not be published to viewers and partners as part of its publication item.</p>
Orange	<p>Publishing in progress.</p> <p>This status is assigned to a video asset when the user has selected the Publish icon  in the video asset box, but the video asset is not available yet to viewers and partners as part of its publication item because, for example, some transcoding processes are still in progress.</p>
Green	<p>Published status.</p> <p>This status is assigned to a video asset when the user has selected the Publish icon , and the video asset is available to viewers and partners as part of its publication item.</p>



Note

Being included in a publication item, a video asset can only be available to viewers and partners when the publication item it belongs to has been set to **Published** in the timeline.

Video Asset Number (2)



The **Video Asset Number** field refers to the position of the video asset in the list.

The Video Asset Number is taken into account, as secondary criteria, to define the processing priority of video assets when several video assets have the same processing priority level.

It is assigned on the basis of the recorder profile defined in C-Cast Administrator.

Video Asset Metadata and Commands (3)

This area contains the following fields and commands mainly related to the video asset metadata:





Item	Meaning
Top field	Corresponds to the description of the video asset, as defined in the recorder profile in C-Cast Administrator.
Bottom field (italic)	Corresponds to the Recorder Short Code of the video asset, as defined in the recorder profile in C-Cast Administrator.
	Opens the video asset in a player window and plays back the video content.
	<p>Opens the Edit Video Asset window in which you can modify some metadata related to the video asset.</p> <p>From the Edit Video Asset window, you can perform the following actions:</p> <ul style="list-style-type: none"> • Changing the Recorder Short Code of the video asset. • Uploading a another video content onto the video asset. • Downloading the mezzanine file. <p>See section "Editing a Video Asset" on page 58.</p>

Processing Priority Icons (4)

The Processing Priority icons consist in an histogram that allows you to see the default priority ranking for processing the video asset, and to change the priority ranking when requested.

By default, the processing priority appears as low when the video asset is set to **Unpublish**. When the video asset is set to **Publish** either by the Publisher operator or via the auto-publish mechanism, its processing priority is automatically set to medium.

The following table presents the available priority levels for a video asset:

Priority	Meaning
	Video asset with low processing priority.
	Video asset with medium processing priority.
	Video asset with high processing priority.
	Video asset with urgent processing priority.

Publication Buttons (5)

The **Publication** buttons allow you to specify whether the video asset should be published as part of its publication item when the latter is/will be set to **Publish**.



allows you to set the video asset status to **Publish**.



allows you to set the video asset status to **Unpublish**.

When you set a video asset to **Unpublish**, all ongoing or pending processes for this video asset are aborted. If you republish after aborting the process, C-Cast will relaunch the publishing process from the start.

2.6. Monitoring Pane

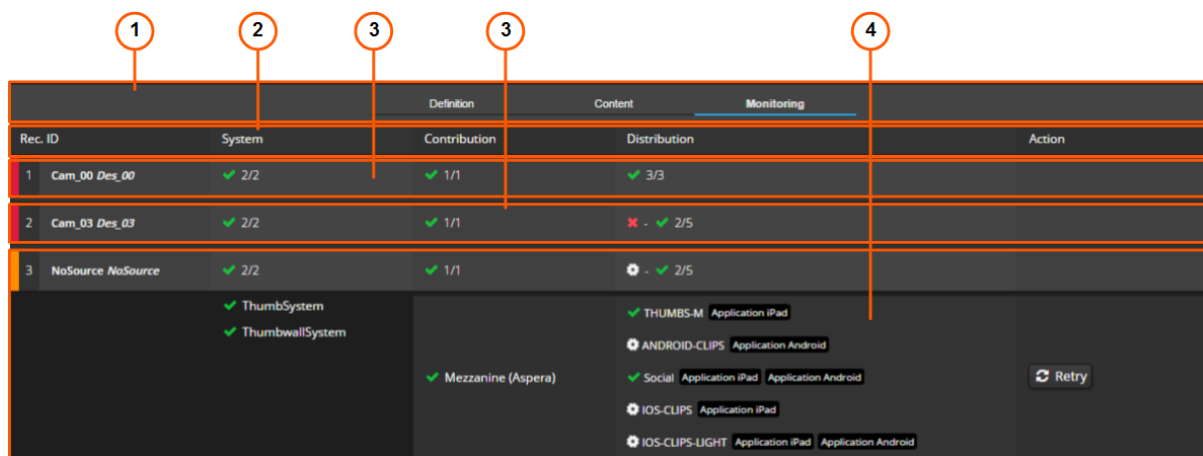
2.6.1. Overview of the Monitoring Pane

Introduction

The Monitoring pane displays the status of all jobs associated to each video asset of the selected publication item. The monitoring information is displayed in a table layout described in this topic.

- Summary monitoring information on the video asset of the selected publication item is displayed as row of the table. See section "Video Asset Monitoring Summary" on page 42.
- Detailed monitoring information is available when you click anywhere in the row to expand it. See section "Video Asset Monitoring Details" on page 43.

The following screenshot shows the Monitoring pane with all collapsed rows, as it is displayed when you open it:



Rec. ID	System	Definition	Content	Monitoring	Action
1	Cam_00_Des_00	✓ 2/2	✓ 1/1	✓ 3/3	
2	Cam_03_Des_03	✓ 2/2	✓ 1/1	✗ - ✓ 2/5	
3	NoSource NoSource	✓ 2/2	✓ 1/1	✗ - ✓ 2/5	

Expanded Row 1 Details:

- THUMBSystem: ✓
- ThumbwallSystem: ✓
- Mezzanine (Aspera): ✓
- THUMBS-M: Application iPad
- ANDROID-CLIPS: Application Android
- Social: Application iPad, Application Android
- IOS-CLIPS: Application iPad
- IOS-CLIPS-LIGHT: Application iPad, Application Android
- Retry button

The Content pane is made up of the following zones described in details below:

Part	Area Name
1.	Edition tabs
2.	Monitoring Fields
3.	Video Asset Monitoring Summary
4.	Video Asset Monitoring Details

Area Description

Edition Tabs (1)

The Edition tabs allows you to select the requested tab (Definition, Content or Monitoring), and display the related information in the Edition pane.

Monitoring Fields (2)

The monitoring information on the individual video assets is displayed in a table structure with the following columns.

Column Name	Description
Rec. ID	Displays the following information on the video asset from left to right: <ul style="list-style-type: none">video asset publication status; The status is represented by the same colored status bar as in the Content pane: See section "Status Bar (1)" on page 37.video asset ID;video asset description;recorder short code.
System	Displays information on jobs (thumbnails, video) required for video assets to be displayed in C-Cast Publisher.
Contribution	Displays information on jobs required for the contribution workflow. Such jobs generate mezzanine files.
Distribution	Displays information on jobs required for the distribution workflow. Such jobs generate renditions to be made available to viewers or partners.
Action	Displays commands you can apply on a job group linked to the video asset.

Video Asset Monitoring Summary (3)

All video assets of the selected publication item are displayed in the Monitoring pane in the same order as in the Content pane.

By default, the monitoring information on an individual video asset is displayed as a row in the table. It provides summary information about the System, Contribution or Distribution jobs.

See section "Video Asset Monitoring Summary" on page 42 "Job Statuses" on page 41 for more information.

Video Asset Monitoring Details (4)






When you click on a row, the monitoring information on the corresponding video asset is expanded into a box in the table. The box provides detailed information about the System, Contribution or Distribution jobs.

See section "Video Asset Monitoring Details" on page 43 and "Job Statuses" on page 41 for more information.

Job Statuses

In the Monitoring pane, the following icons will be used to indicate the job statuses.

They are listed from the most severe (5) to the least severe (1) status. The severity level is taken into account to display the overall status of a group of jobs.

Severity Level	Status icon	Description
5.		Job failed
4.		Job canceled
3.		Job in progress
2.		Job scheduled
1.		Job successfully processed

2.6.2. Video Asset Monitoring Summary

Introduction

In the Monitoring tab, the summary monitoring information on a video asset of the selected publication item is displayed as row in a table.

Rec. ID	System	Contribution	Distribution	Action
1	Cam_00 Des_00	✓ 2/2	✓ 1/1	✓ 3/3
2	Cam_03 Des_03	✓ 2/2	✓ 1/1	✗ - ✓ 2/5

Field Description

The summary monitoring information for a video asset of the selected publication item is the following:

Column Name	Description
Rec. ID	This field displays the general information on the video asset, from left to right: <ul style="list-style-type: none"> video asset publication status; video asset ID; video asset description; recorder short code.
System	For the three job groups, the field displays the following summary information on jobs, from left to right: <ul style="list-style-type: none"> Processing status for the job group
Contribution	The status displayed is the most severe present in the group: If, for example, one job has failed, one job is scheduled, and one job has been successfully processed in a group, the status Failed will be displayed in the summary.
Distribution	<ul style="list-style-type: none"> Number of jobs successfully processed in the group Total number of jobs in the group
Action	Not applicable in the summary view



2.6.3. Video Asset Monitoring Details

Introduction

In the Monitoring tab, detailed monitoring information on a video asset of the selected publication item appears when you click in the row corresponding to a video asset in the Monitoring pane.

Rec. ID	System	Contribution	Distribution	Action
1	cam01 Main Camera	✓ 3/3	✓ 3/3	
	✓ ThumbSystem		✓ thumb-l iPad	
	✓ ThumbwallSystem	✓ Mezzanine (Standard Transfer)	✓ thumb-m iPad	⌂ Retry
	✓ VideoSystem		✓ hls-for-ios iPad	

Job Groups


In the Video Asset Monitoring Details, dark grey boxes are used to visually group related jobs together and to show which actions can be performed on these jobs:

- When the dark grey box contains job(s) in the Contribution and Distribution columns, the job in the Contribution column consists in the mezzanine file, and the jobs in the Distribution columns in the renditions of the mezzanine files for the distribution workflow.

✓ Mezzanine (Standard Transfer)	✓ thumb-l iPad	
	✓ thumb-m iPad	⌂ Retry
	✓ hls-for-ios iPad	

Field Description

The detailed monitoring information for a video asset of the selected publication item is the following:

Column Name	Description
Rec. ID	This field displays the general information on the video asset, from left to right: <ul style="list-style-type: none">• video asset publication status;• video asset ID;• video asset description;• recorder short code.
System	The following detailed information on each system job associated to the given video asset is displayed: <ul style="list-style-type: none">• processing status of the job;• name of the system job (internal, not user-defined).
Contribution	The following detailed information on each contribution job associated to the given video asset is displayed: <ul style="list-style-type: none">• processing status of the job;• name of the mezzanine used for the job.
Distribution	The following detailed information on each distribution job associated to the given video asset is displayed: <ul style="list-style-type: none">• processing status of the job;• name of the activity used for the job;• name of the publication channel group, for example 
Action	The following command buttons can be displayed, depending on the job processing status: <ul style="list-style-type: none">• Retry button to retry all jobs in the group.

3. Managing Publication Items

3.1. Adding Keywords to a Publication Item

Introduction

Keyword grids are defined in C-Cast Administrator for each production. In these grids, the keywords are associated to keyword types.



You can manage keywords as follows in C-Cast Publisher:

- Associate keywords to a publication item
- Remove keywords already associated to the publication item

How to Access the Keywords Area

The keywords are managed from the Keywords area, in the Definition pane.

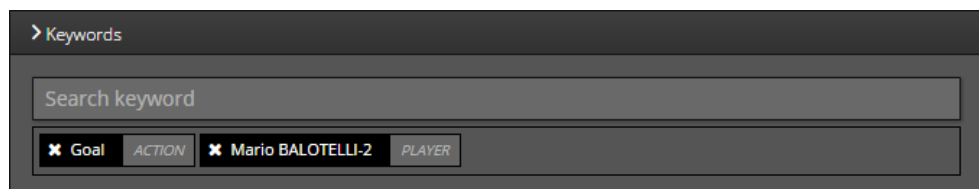
To access the Keyword area, proceed as follows:



1. Select the requested publication item in the production timeline on the left.
2. Press  +  to open the Definition pane.

How to Add Keywords to a Publication Item

To add a keyword to a publication item, proceed as follows:

1. In the Definition pane, in the top field in the Keywords area, do one of the following:
 - To display the whole list without applying a filter, click in the field.
 - To display only the keywords that include a text string, type the text you want to search for. A list of keywords including the string typed is displayed.





2. Select the requested keyword from the list.
3. Press  +  or click **Apply** to validate the keyword association.

How to Remove Keywords from a Publication Item

To remove a keyword from a publication item, proceed as follows:

1. In the Definition pane, Keyword area, click the cross in front of the keyword you want to remove.

2. Press  +  or click **Apply** to validate the change.

3.2. Adding Keywords and Metadata From a Log

Introduction

When you apply a log to a publication item in C-Cast Publisher, the keywords and metadata field values from the log are imported into the publication item.

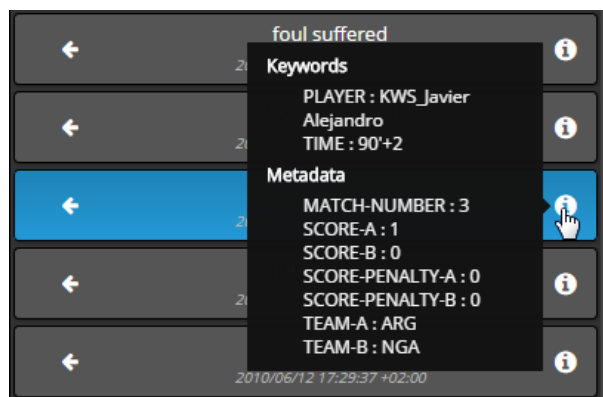
The metadata fields are only imported when they correspond to the metadata fields of the metadata profiles. The matching of metadata fields is case sensitive.

The keywords from the log are only imported when they correspond to keywords defined in the keyword file. The matching of keywords is case sensitive.

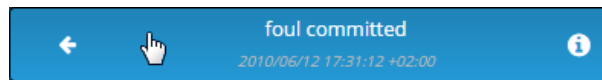
How to Add Keywords and Metadata from a Log

To add keywords and metadata from a log into a publication item, proceed as follows:

1. Select the requested publication item in the production timeline on the left.
The Definition pane opens with information related to the selected publication item, as well as the associated logs.
2. If you want to check the keyword and metadata information associated to a log in the Log pane, point to the Info icon to display the keyword and metadata information of the log. This Info box disappears when you move the mouse outside the box.



3. In the Logs pane, click the button of the log you want to apply to the publication item:



The matching metadata fields and keywords are imported into the publication item.

3.3. Editing the Publication Item Metadata

Introduction

In C-Cast Publisher, the metadata fields are displayed in two areas:



- The metadata fields are displayed in the Definition pane, Metadata area.
The list of fields displayed is defined in C-Cast Administrator.
- The first metadata field of the production profile is displayed at the top of the publication items in the production timeline.

In C-Cast Publisher, you cannot change the metadata fields displayed in the Metadata area, but you can change the field values. When the field values are modified in the Metadata area, they are dynamically updated in the production timeline.



Editing a metadata field of the publication item is very simple, but depends on whether the field is automatically completed or not. See section "Metadata Area" on page 24 for more information on the auto-completion.

How to Edit the Publication Item Metadata

To edit the publication metadata, proceed as follows:

1. Select the requested publication item in the production timeline on the left.
2. Press  +  to open the Definition pane.
3. In the Definition pane, Metadata area, do one of the following actions:
 - If the field you want to modify is followed by an **Auto** check box and you want to keep the automatic field completion, enter or modify the keywords in the Keywords area.
The Metadata field is automatically filled in if the entered keyword(s) has/have a corresponding text string in the auto-completion dictionary associated to this field.
 - If the field you want to modify is followed by an **Auto** check box and you do not want to keep the automatic field completion, deselect the **Auto** check box, and fill in the **Metadata** field.

- If the field you want to modify is not followed by an **Auto** check box, fill in the metadata field as requested.

4. Press  +  to validate the changes in metadata fields.



Note

When a field is automatically completed and you have cleared the **Auto** check box, you can select it again when you want: The field value will automatically be regenerated based on the keywords associated to the publication item.

3.4. Changing the Thumbnail of a Publication Item

Introduction

A thumbnail is automatically assigned to each publication item. It is visible in the production timeline in C-Cast Publisher. This thumbnail will also be used in the client application.



You can change the thumbnail in one of the following ways:

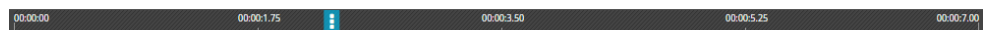
- Selecting another image in one of the video assets of the publication item, in the Content pane.
- Uploading a user-defined thumbnail from the Definition pane.

The last thumbnail defined, either in the Content tab or in the Definition tab, will replace the former one.

How to Select an Image of a Video Asset as a Thumbnail

To select an image of a video asset as a thumbnail, proceed as follows:

1. In the production timeline on the left, select the publication item you want to change the thumbnail of.
2. Press  +  to open the Content pane.
3. In the Content pane, drag the blue cursor in the timeline bar until the requested image is displayed in one of the video assets:





4. In the Thumbnail area, click the image you want to use as a thumbnail.
5. In the toolbar, click the  **Set as default thumbnail** icon or press .

The thumbnail is automatically updated in the publication item.

How to Upload a User-Defined Image as a Thumbnail

To upload a user-defined image as a thumbnail, proceed as follows:

1. In the production timeline on the left, select the publication item you want to change the thumbnail of.
2. Press  +  to open the Definition pane.
3. In the General area, roll over the thumbnail, click **Upload Image** displayed on the thumbnail.
4. In the **Open** window, point and select the requested image and click **Open** to validate the requested image.
5. Click **Apply** at the bottom of the window to validate the action.

The new thumbnail is associated to the publication item, and displayed in the publication item in the production timeline.

3.5. Changing the Date and Time of a Publication Item

Introduction

When a publication item is added to the production timeline, it is assigned a date and time based on the following rules:

- For a clip, the date and time correspond to the clip TC IN.
- For a playlist, the date and time correspond to date and time of the user's computer when the playlist was created.

The time zone initially specified next to the publication item date and time is the one of the computer on which the clips or playlists have been created.

The Local time specified is the one of the computer used to access C-Cast Publisher.

You can change the date, time and time zone to:

- a requested value
- the current date and time defined on your computer

The date and time of a publication item are managed from the General area, in the Definition pane.







Warning

The **Date** field is taken into account to order the publication items in the production timeline in reverse chronological order. Changing the date and time of a publication item will therefore change its position in the production timeline.

How to Change the Date and Time

To change the date and time of a publication item, proceed as follows:

1. Select the requested publication item in the production timeline on the left.
2. Press  +  to open the Definition pane.
3. In the Definition pane, General area, do one of the following actions with the buttons next to the **Date** label:
 - Click **Now** to set the date and time of the publication item to the current date, time and time zone of your computer.
 - Type or select the requested date from the calendar in the **Date** field, type the requested time in the **Time** field, and/or select the time zone to be displayed.
4. Press  +  or click **Apply** to validate the change.

3.6. Changing the Publication Item Monocam or Multicam Type

Introduction

The publication items created on the event venue and generated from the camera feeds are usually added to the production timeline as multicam publications items. Most of the time, a publication item includes indeed several video assets from several ganged cameras.

When you want to keep a single video asset in a given publication item, you need to change the type of publication item from multicam to monocam.

You may also want to change a publication item from monocam to multicam, in order to add new camera angles to the publication item.





Principles

The following principles apply to change the type of a publication item:

- You can only change the type of publication items which are initially multicam or monocam publication items.
- You can always revert back to the initial publication item type if it was monocam or multicam.
- When you revert back to an initial multicam type, all the video assets in the gang defined in C-Cast Central will be displayed again.





How to Change a Publication Item from Multicam to Monocam

To change a publication item from multicam to monocam, proceed as follows:

1. Select the requested publication item in the production timeline on the left.
2. Press  +  to open the Definition pane.
3. In the General area, select **evs:monocam** from the **Type** field.
The **Monocam Video Asset** field appears below.
4. In the **Monocam Video Asset** field, select the video asset you want to keep in your monocam publication item.
5. Press  +  at the bottom of the Definition pane to validate the changes.

How to Change a Publication Item from Monocam to Multicam

To change a publication item from multicam to monocam, proceed as follows:

1. Select the requested publication item in the production timeline on the left.
2. Press  +  to open the Definition pane.
3. In the General area, select **evs:multicam** from the **Type** field.
The **Monocam Video Asset** field disappears.
4. Press  +  at the bottom of the Definition pane to validate the changes.

3.7. Creating a Publication Item

Introduction

You can create new publication items from the Create Publication Item menu. See section "Create Publication Item Menu" on page 18

You might want to add a publication item for different reasons:

You want to add a new publication item based on one or more recorders for a given timecode range you know.

Such a publication item, created from content ingested to EVS servers and for a given timecode range, can have a monacam or multicam type.

Usually, you will not create such publication items manually during a production, this operation is neither straightforward or rapid. But this is useful when you have no IPDirector at hand and need to test and validate the C-Cast workflow.

You want to add a new publication item with external media content.

Such a publication item, created from scratch, can belong to any type available in C-Cast Publisher (monacam, multicam or custom type).

This allows you to address a lot of different use cases, for example:

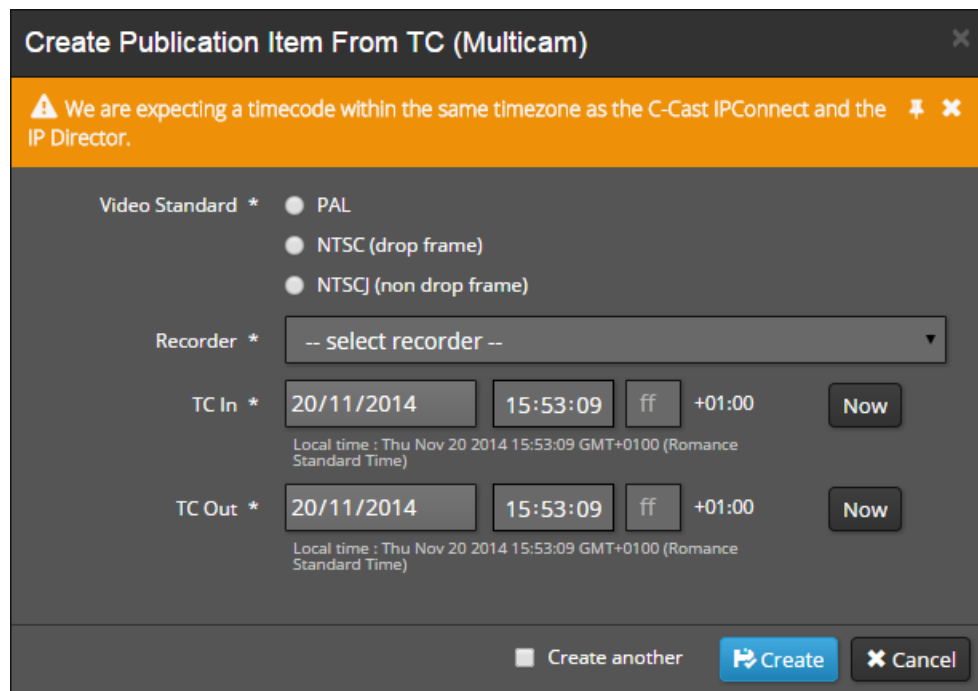
- Adding the .mp4 mezzanine files of an existing publication available in the national language. In this case, you will create a new publication item, with all requested video assets, and upload the dubbed mezzanine file.
- Adding any other useful content that you want to link to a recorder in the client application (monacam or multicam).
- Adding any other useful content, such as weather forecasts, specialist interviews, statistics, etc.
- Adding a publication item of News type, for example.

How to Create a Monacam/Multicam Publication Item Based on a Timecode

To create a monacam or multicam publication item based on a timecode, proceed as follows:

1. From the Create Publication Item menu, select one of the following menu options:
 - **From TC > Monacam** to create a monacam publication item
 - **From TC > Multicam** to create a multicam publication item

The Create Publication Item window opens:



The steps from 2 to 5 are performed in the Create Publication Item window.

2. Select the video standard to be used for the video among PAL, NTSC (drop frame or non drop frame).
3. Select a recorder from the **Recorder** field taking the following information into account:
 - For a monacam publication item, one video asset will be created for the selected recorder.
 - For a multicam publication item, video assets will be created for all recorders belonging to the gangs of the selected recorder.
4. Do one of the following to select the **date** and **time** for the TC IN point of the video asset(s):
 - Type a requested date and time for the TC IN point taking into account the timecode of the EVS server where the clip will be created.
 - Click **Now** to take the local computer date and time as TC IN point.

You should keep the time zone of the computer you are working in.

5. Repeat step 4 to define the date and time for the TC OUT point.
6. Click **Create**.

The publication item is added to the production timeline at the position that corresponds to the defined TC IN. It includes one or more video assets, and the associated AV content.

If the C-Cast Agent from which the job should be initiated is not connected, the jobs will be performed as soon as the C-Cast Agent will be connected again.

How to Create a Publication Item from Scratch

To create a monacam, multicam or other publication item from scratch, proceed as follows:

- From the Create Publication Item menu, select one of the following menu options:
 - **From Scratch > Monacam** to create a monacam publication item
 - **From Scratch > Multicam** to create a multicam publication item
 - **From Scratch > XXX** where **XXX** corresponds to a custom type of publication item

A new publication item, that does not include any video asset, is added at the top of the production timeline. In the Definition tab, General section, the publication item is assigned the type specified in the Create Publication Item window.

For monacam or multicam publication items, you can then add video assets in the **Content** tab, as explained in the following procedure: "Adding a Video Asset" on page 55

4. Managing Video Assets

4.1. Adding a Video Asset



Introduction

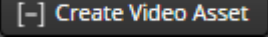
As you prepare the publication items for publishing, you might want to add a video asset for different reasons:

- You have created a publication item from scratch, and you want to add video assets including external media content.
- You want to add a video asset to a publication item that already contains some video assets. This allows you to enrich the initial content from the recorders with external media content.
- You want to add a video asset with the media from a record channel not initially included in your publication item.

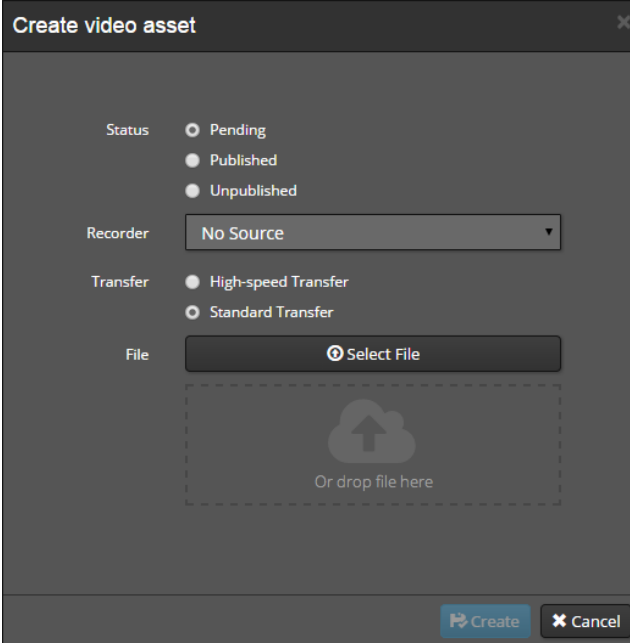
How to Add A Video Asset with External Media Content

To add a video asset with external media, proceed as follows:

1. In the production timeline on the left, select the publication item you want to add an asset to.
2. Press  +  to open the Content pane.

3. In the Content pane, select the  button on the left of the toolbar.

The Create video asset window opens:



4. When you open the Create video asset window for the first time, the high-speed transfer type is selected by default. A pop up window invites you to install the Aspera Connect plugin.

If you want to use high-speed transfers, refer to "Installing the Plugin for High-Speed Transfers" on page 58 to install the Aspera Connect plugin.

If you do not want to use high-speed transfers, select directly **Standard transfer** in the **Transfer** field.

5. In the Create video asset window, in the **Status** field, select the initial publication status of your new video asset.
6. In the Create video asset window, in the **Recorder** field, select one of the following values:
 - **No Source** if the video asset does not have to be available on the field display in the client application.
 - **Camera X** if the video has to be matched to a given recorder on the field display in the client application.

The camera list includes only the cameras included in the production, and not associated to a video asset in the selected publication item.
7. In the Create video asset window, do one of the following to upload your .mp4 file:
 - Click the **Select File** button and point to the media file you want to include in the video asset.
 - Drag and drop the file directly to the **Drop File** area in the Create video asset window.

8. Click **Create**.

The new video asset is added to your video asset list.

How to Add A Video Asset With Media Content from a Recorder or Ganged Recorders



Conditions

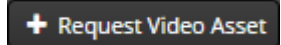
It is possible to add a video asset including the content from one recorder not initially available in the publication item in the following conditions:

- The publication item must have the **multicam** type assigned.
- The C-Cast Agent managing the recorder you want to add must be connected.
- At least one recorder associated to the production and managed by the connected C-Cast Agent has not been assigned to the other video assets of the publication item yet.

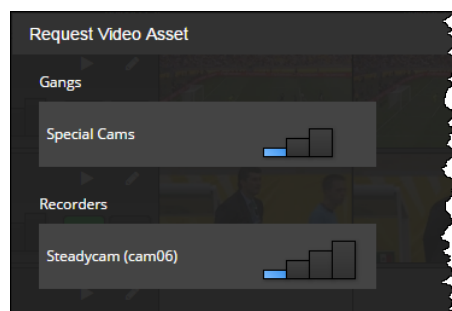
Procedure

To add a video asset with media content from a recorder or ganged recorders, proceed as follows:

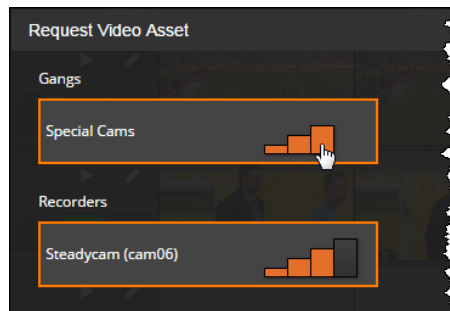
1. In the production timeline on the left, select the publication item you want to add an asset to.
2. Press  +  to open the Content pane.
3. In the Content pane, select the **Request Video Asset** button on the left of the toolbar



The Request Video Asset window opens, and shows the recorders associated to the connected C-Cast and not associated yet to a video asset of the publication item. It also shows the gangs these recorders are part of:



4. In the Request Video Asset window, click the requested priority level in the histogram of the gang or recorder for which you want to add the associated video assets:



The window closes and a notification appears in the upper right part of the main window to inform you the requested video asset(s) are being added.

The video assets will soon appear in the Content pane.

Installing the Plugin for High-Speed Transfers

Before you upload an external file for the first time and want to use High-Speed transfer, a **Download Aspera Connect** dialog box will be displayed on the top of the Create video asset window.

Click the **Download Aspera Connect** button to download the plugin executable. Then execute the Aspera plugin installer using the default installation.

When the plugin is installed, the **Select File** button and **Drop File** area are available next to the **File** field.

4.2. Editing a Video Asset

Introduction


In the publication process, you may want to modify the video assets included in a publication item for one of the following reasons, for example:

- You want to associate to a video asset its mezzanine rendition, i.e. the initial .mp4 file generated from the OB truck.
- You want to associate to a video asset media not generated on the sport event by EVS video servers.
- You want to change the recorder of an existing video asset.

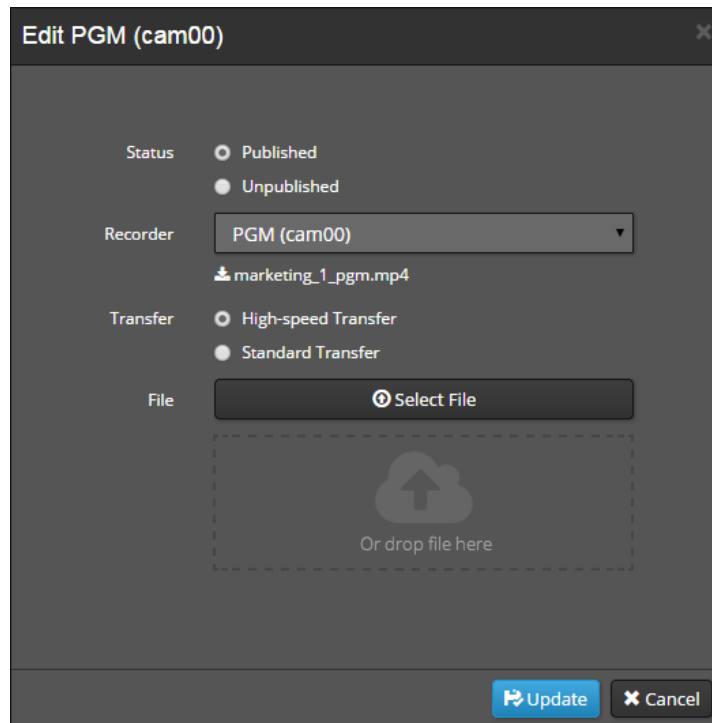
How to Edit a Video Asset

To edit a video asset, proceed as follows:

1. In the production timeline on the left, select the publication item for which you want to modify a video asset

- In the Content pane, select the **Edit** icon  in the video asset box of the video asset you want to modify.

The Edit Video Asset window opens:



- In the Video Asset window, edit the requested fields.
See section "Adding a Video Asset" on page 55 for more information on fields.
- Click **Save**.

4.3. Managing the Processing Priority of a Video Asset

Introduction

The video assets are processed before they are set to **Publish** in C-Cast Publisher. This allows video assets to be ready as soon as possible when they are set to **Publish**.

You can change the priority level taken into account for processing a video asset after it has been created and before it is set to **Publish**, which provides a more flexible and reactive process.

See section "Processing Priority Icons (4)" on page 38 for a description of the processing priority histogram and levels.

Initial Assignment of Processing Priority Levels

The default processing priority level of the video assets that are **Unpublish** is initially **Low** (1 bar).

The default processing priority level of a video asset set to **Publish** either with the auto-publish mechanism or by the operator is **Medium** (2 bars).

The processing priority level of added video assets based on other recorders is assigned when you add the video assets via the **Request Video Asset** button. If you add the recorders by gang, you cannot assign the highest priority level for the whole gang.

The processing priority level of new video assets with external media content is defined as you add the video asset via the **Add Video Asset** button and related window.

Processing Rules

Two information types are taken into account for C-Cast to define which video assets to be processed first:

1. The processing priority level is first taken into account.
2. The video asset number displayed in the Video Asset box is taken into account to set the processing priority among several video assets with the same processing priority level.

How to Change the Processing Priority of a Video Asset

To change the processing priority level of a video asset, proceed as follows:

1. In the production timeline on the left, select the publication item including the video assets whose processing priority levels you want to review.

2. Press  +  to open the Content pane.

3. In the Content pane, for each video asset of the Video Asset list, change the processing priority level by clicking on the histogram bar corresponding to the requested priority.

See section "Processing Priority Icons (4)" on page 38 for a description of the four processing priority levels.

The priority level is taken into account as soon as it is modified, even if the video asset has not yet been set to **Publish**.

5. Publishing and Distributing Publication Items

5.1. Overview of the Publishing Process

Introduction

This section explains the publication principles, and explains how to publish a publication item and/or video asset.

See section "Publication Item Box" on page 13 and "Video Asset List" on page 36 for detailed information on the publication buttons and publication statuses.

Basic Principle for the Publication Process

The publication process includes two levels of publication:

- publication of the video assets included in the publication item
- publication of the publication item itself

As a consequence, all conditions below need to be fulfilled for a publication item to be available to viewers and partners:

- The publication item has to be set to **Publish** in the C-Cast Publisher.
- At least one video asset included in the publication item must have been set to **Publish** and must have been fully processed.
- A published publication item has to be included in a publication channel to be distributed and available to viewers and partners.

See section "Adding the Publication Items to a Publication Channel" on page 65.

As a conclusion, a video asset set to **Publish** and fully processed will only be available to users when the publication item it belongs to is set to **Publish** and included in a publication channel.

Automatic vs. Manual Publication

In C-Cast Publisher, you can manage the publication items and video assets manually, by selecting **Publish** or **Unpublish** buttons.

In C-Cast Administrator, you can set a target of type **Mezzanine** to **Auto-Publish** in the production configuration. In this case, each publication item of the production will automatically be set to **Publish** in C-Cast Publisher.

In C-Cast Administrator, you can set each video asset to **Auto-Publish** in the production configuration. The video asset(s) set to **Auto-Publish** will automatically be set to **Publish** in all publication items where it is included in the given production.

The Auto-Publish feature can obviously speed up the publication process, and the media availability to viewers and partners.

Publish or Unpublish Status

The publication process requires that you set the publication status of all publication items of a production, and of its associated video assets.

- You will set to **Publish** the publication items and video assets you want to be available for the viewers and/or partners.
- You will set to **Unpublish** the publication items and video assets you do not want to be available for the viewers and/or partners.

It is important you set each element you handle to **Publish** or **Unpublish** (and not leave the initial pending status) to easily identify the elements you still have to handle in the C-Cast Publisher.

You can publish video assets first, and then publication items, or vice-versa.

Publication Status Information

A status bar and status icons in the Publication Item box, as well as a status bar in the Video Asset box provide you more visual and summary information on the the publication status. Refer to the sections mentioned below for a full description of these elements:

- Status bar in the Publication Item box: See section "Status Bar (1)" on page 14
- Status icons in the Publication Item box: See section "Publication Status Icons (6)" on page 16
- Status bar in the Video Asset box: See section "Status Bar (1)" on page 37

5.2. Publishing Video Assets and Publication Items



Warning



Bear in mind that a publication item will only be available in the client application if at least one of its video assets has been published and has been fully processed.

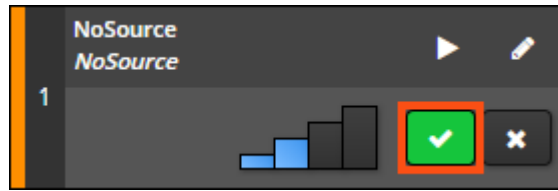
How to Publish vs. Unpublish Video Assets from the Content Pane

You can publish vs. unpublish the video assets from the Content pane when you only want to (un)publish some of the video assets, and handle the other ones later on.

To manually publish/unpublish video assets from the Content pane, proceed as follows:

1. Select the publication item you want to work on in the production timeline on the left.

2. Press  +  to open the Content pane.
3. In the Content pane, identify the video asset you want to publish in the list and select the **Publish** or **Unpublish** button in the Video Asset box of the video asset.





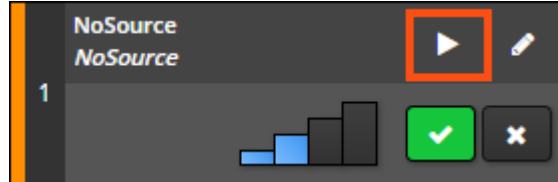
4. Repeat **step 3** for all requested video assets.
- The video asset is set to **Publish** or **Unpublish**.

How to Publish vs. Unpublish Video Assets from the Player



You can publish vs. unpublish the video assets from the Player window when you want to set the publication status for all video assets one after the other.

To manually publish/unpublish video assets from the player, proceed as follows:

1. Select the production item you want to work on in the production timeline on the left.
2. Press  +  to open the Content pane.
3. In the Content pane, identify the first video asset you want to publish in the list and select the **Play** button in the Video Asset box of the video asset.



The video asset is displayed in the Player.

4. In the Player, do one of the following actions:
 - Select the **Publish** button or press  to request the video asset to be published.
 - Select the **Unpublish** button or press  to request the video asset not to be published.

The next video asset with pending status in the active publication item opens in the Player.

5. Repeat step 4 for all video assets of the selected publication item.

When the last video asset has been set to **Publish** or **Unpublish**, the Player window closes automatically.

How to Publish vs. Unpublish Publication Items from the Publication Timeline

To publish/unpublish publication items from the production timeline, proceed as follows:




- In the Production Timeline pane on the left, select the **Publish** or **Unpublish** button, to respectively request the publication item to be published or not to be published.

The publication item is set to **Publish** or **Unpublish**. Proceed in the same way for all publication items.




Video Asset Status and Availability

This section provides a summary of the publication statuses indicated by the bars on the left of the Publication Item boxes, and Video Asset boxes.

Status Bar of Video Assets

Color	Meaning
Gray	Pending video asset. This is the status of a video asset still to be handled. Once a video asset has been handled, it can never come back to this status. By default, the video assets have the Pending status, except if this video asset has been configured to be automatically published the C-Cast Central Administration.
Red	Unpublished video asset. This status is assigned to a video asset when the user has selected the Unpublish icon  in the video asset box. Such a video asset will not be published to viewers and partners as part of its publication item.
Orange	Publishing in progress. This status is assigned to a video asset when the user has selected the Publish icon  in the video asset box, but the video asset is not available yet to viewers and partners as part of its publication item.
Green	Published status. This status is assigned to a video asset when the user has selected the Publish icon  , and the video asset is available to viewers and partners as part of its publication item.

Status Bar of Publication Items

Color	Meaning
Gray	Pending publication item. This is the initial status of a new publication item. Once the user has handled the publication item, it can never come back to this status.
Red	Unpublished publication item. This status is assigned to the publication item when the user has selected the Unpublish icon  . Such a publication item will not be available to viewers or partners.
Orange	Publishing in progress. This status is assigned to the publication item when the user has selected the Publish icon  , but not a single video asset included in the publication item is published and already available.
Green	Published status. This status is assigned to the publication item when the user has selected the Publish icon  , and at least one video asset is published and available to viewers or partners.

5.3. Adding the Publication Items to a Publication Channel

Introduction

Publication items are distributed and made available to viewers and partners via publication channels.

Publication items are associated to publication channels thanks to the automatic links to publication channels based on rules defined in C-Cast Administrator.

You can however include publication items in publication channels manually in the Definition tab, Channels area. See section "Channels Area" on page 26 for a description of the Channels area.

Assignment Rules



When a publication item is included manually in a publication channel, and this publication channel was already present in the automatic links, the publication channel is removed from the **Automatic Links** area and added to the **Manual Links** area.

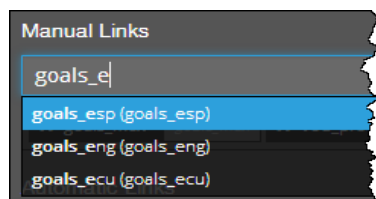
Should the manual link to the publication channel be removed in a later stage, the given channel would be added back to the automatic links:

- when the user applies the changes
- if the publication item would still be associated to the publication channel based on the rules defined in the C-Cast Administrator.

How to Add a Publication Item Manually to a Publication Channel

To add a publication item to a publication channel, proceed as follows:

1. In the production timeline on the left, select the publication item you want to associate to publication channels.
2. Press  +  to open the Definition pane.
3. In the Channels area, in the Publication Channel Search field under **Manual Link**, type a text string included or corresponding to a publication channel.



The list of publication channels is dynamically updated to display only the publication channels matching the criteria entered.

4. Select the requested publication channel from the list displayed in the field.

5. Press  +  to apply changes.

The publication item will be added to the selected publication channel.





Note

When you change the keywords of the selected publication item, the list of manual links to publication channels is refreshed and updated once you have applied the changes.

How to Remove the Association to a Publication Channel

To remove a publication item from a publication channel manually assigned, proceed as follows:

1. In the Definition pane, **Channels** area, click the cross in front of the publication channel you want to remove.
2. Press  +  to apply changes.

6. Appendix 1 - Shortcuts

Introduction

This appendix gives an overview on all keyboard shortcuts you can use in C-Cast Publisher. They are accessible via the ? key when the cursor is located in the given window pane.

Shortcuts from the Production Timeline

These keyboard shortcuts can be used from the production timeline:

Keyboard Shortcuts:	
?	Show / hide this help menu
alt + d	Go to Definition
alt + c	Go to Content
alt + m	Go to Monitoring
ctrl + enter	Apply changes
ctrl + s	Save and close
pageup	Select next Timeline event
pagedown	Select previous Timeline event
home	Select first Timeline event
end	Select last Timeline event

Shortcuts from the Definition Pane

These keyboard shortcuts can only be used in the Definition pane:

Keyboard Shortcuts:	
?	Show / hide this help menu
alt + d	Go to Definition
alt + c	Go to Content
alt + m	Go to Monitoring
pageup	Select next Timeline event
pagedown	Select previous Timeline event
home	Select first Timeline event
end	Select last Timeline event
ctrl + enter	Apply changes
ctrl + s	Save and close

Shortcuts from the Content Pane

These keyboard shortcuts can only be used in the Content pane:

Keyboard Shortcuts:	
?	Show / hide this help menu
alt + d	Go to Definition
alt + c	Go to Content
alt + m	Go to Monitoring
pageup	Select next Timeline event
pagedown	Select previous Timeline event
home	Select first Timeline event
end	Select last Timeline event
→	Select Next Thumbnail
←	Select Previous Thumbnail
ctrl + →	Select Last Thumbnail
ctrl + ←	Select First Thumbnail
↓	Select Next Asset
↑	Select Previous Asset
t	Select picture as default thumbnail
space	Open Player
a	Publish
z	Unpublish

Shortcuts from the Monitoring Pane

These keyboard shortcuts can only be used in the Content pane:

Keyboard Shortcuts:	
?	Show / hide this help menu
alt + d	Go to Definition
alt + c	Go to Content
alt + m	Go to Monitoring
pageup	Select next Timeline event
pagedown	Select previous Timeline event
home	Select first Timeline event
end	Select last Timeline event

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